

IN THE CLAIMS:

Please amend the claims as follows.

29. (Currently Amended) An interactive gaming and audiovisual transmission system comprising:

a central gaming computer means for processing gaming data; and

a receiver/decoder for receiving broadcast audiovisual data relating to a live-action broadcast event, and for receiving from the central gaming computer means gaming data relating to the live-action broadcast event, wherein ~~an outcome of the live-action broadcast event is not produced in response to a user~~ the receiver/decoder is configured to allow a user to place a bet on an outcome of the live-action broadcast event and configured to allow the user to view the live-action broadcast event as a third-party;

the receiver/decoder including:

a subscription card reading device for interacting with a user's subscription card for providing user access to the live-action broadcast event;

a bank card reading device for interacting with a user's bank card to read data stored thereon; and

a modem device for communicating data read from the user's bank card to a communication server connected to a bank server holding the user's bank account for transferring in response to said data credit from the user's bank account to a gaming account at the central gaming

computer means in order to permit gaming in relation to the live-action broadcast event.

30. (Previously Presented) The interactive gaming and audiovisual transmission system as claimed in claim 29, wherein the data communicated to the communications server is in the form of an electronic certificate generated by the bank card in response to transaction data submitted by the receiver/decoder.

31. (Previously Presented) The interactive gaming and audiovisual transmission system as claimed in claim 29, wherein the receiver/decoder is provided with a handheld remote control for sending data to the receiver/decoder, the handheld remote control being arranged to encrypt some or all of the data sent to the receiver/decoder, the receiver/decoder being arranged to subsequently decrypt the encrypted data.

32. (Previously Presented) The interactive gaming and audiovisual transmission system as claimed in claim 29, wherein the communications server is adapted to communicate with the central gaming computer means.

33. (Previously Presented) The interactive gaming and audiovisual transmission system as claimed in claim 29, wherein the central gaming computer means is adapted to receive and transmit credit information to or from the bank server via a network communication link.

34. (Previously Presented) The interactive gaming and audiovisual transmission system as claimed in claim 29, wherein the receiver/decoder is adapted to communicate gaming information to the central gaming computer means during gaming operation via said communications server.

35. (Previously Presented) The interactive gaming and audiovisual transmission system as claimed in claim 34, wherein the receiver/decoder is arranged to encrypt some or all of the gaming information communicated from the receiver/decoder to the central gaming computer means during gaming.

36. (Previously Presented) The interactive gaming and audiovisual transmission system as claimed in claim 35, wherein the communications server is adapted to decrypt encrypted gaming information received from the receiver/decoder and to re-encrypt this information for subsequent communication to the central gaming computer means.

37. (Previously Presented) The interactive gaming and audiovisual transmission system as claimed in claim 29, comprising transmitter means for transmitting to the receiver/decoder said audiovisual data and some or all of said gaming data.

38. (Previously Presented) The interactive gaming and audiovisual transmission system as claimed in claim 29, wherein said central gaming computer means is arranged to send some or all of the gaming data to the receiver/decoder via said communications server.

39. (Previously Presented) The interactive gaming and audiovisual transmission system as claimed in claim 29, wherein said event comprises a real-time sporting event.

40. (Currently Amended) A method of enabling interacting gaming in relation to a broadcast audiovisual event, said method comprising the steps of:

receiving broadcast audiovisual data relating to a live-action broadcast event, and from a central gaming computer means gaming data relating to the live-action broadcast event, wherein ~~an outcome of the live-action broadcast event is not produced in response to a user~~ the receiver/decoder is configured to allow a user to place a bet on an outcome of the live-action broadcast event and configured to allow the user to view the live-action broadcast event as a third-party;

interacting with a user's subscription card for providing user access to the live-action broadcast event;

interacting with a user's bank card to read data stored thereon; and

communicating data read from the user's bank card to a communications server connected to a bank server holding the user's bank account for transferring in response to said data credit from the user's bank account to a gaming account at the

central gaming computer means in order to permit gaming in relation to the live-action broadcast event.

41. (Previously Presented) The method as claimed in claim 40, wherein the data communicated to the communications server is in the form of an electronic certificate generated by the bank card in response to transaction data submitted thereto.

42. (Previously Presented) The method as claimed in claim 40, wherein the central gaming computer means receives and transmits credit information to or from the bank service via a network communication link.

43. (Previously Presented) The method as claimed in claim 40, wherein gaming information is communicated to the central gaming computer means during gaming operation via said communications server.

44. (Previously Presented) The method as claimed in claim 43, wherein some or all of the gaming information communicated to the central gaming computer means during gaming is encrypted.

45. (Previously Presented) The method as claimed in claim 44, wherein the communications server decrypts received encrypted gaming information and re-encrypts this information for subsequent communication to the central gaming computer means.

46. (Previously Presented) The method as claimed in claim 40, wherein some or all of said gaming data is received with said audiovisual data.
47. (Previously Presented) The method as claimed in claim 40, wherein some or all of the gaming data is received from the central gaming computer means via said communications server.
48. (Previously Presented) The method as claimed in claim 40, wherein said event comprises a real-time sporting event.